

SEGA

SOUL EATER

MARVEL
COMICS

SPIDER-MAN®



INSTRUCTION MANUAL

MARVEL
SOFTWARE

Akklaim
entertainment, inc.



LICENSED BY SEGA ENTERPRISES, LTD. FOR
PLAY ON THE SEGA™ GENESIS™ SYSTEM.





This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

HANDLING YOUR CARTRIDGE

- The Sega™ Genesis™ Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

WARNING

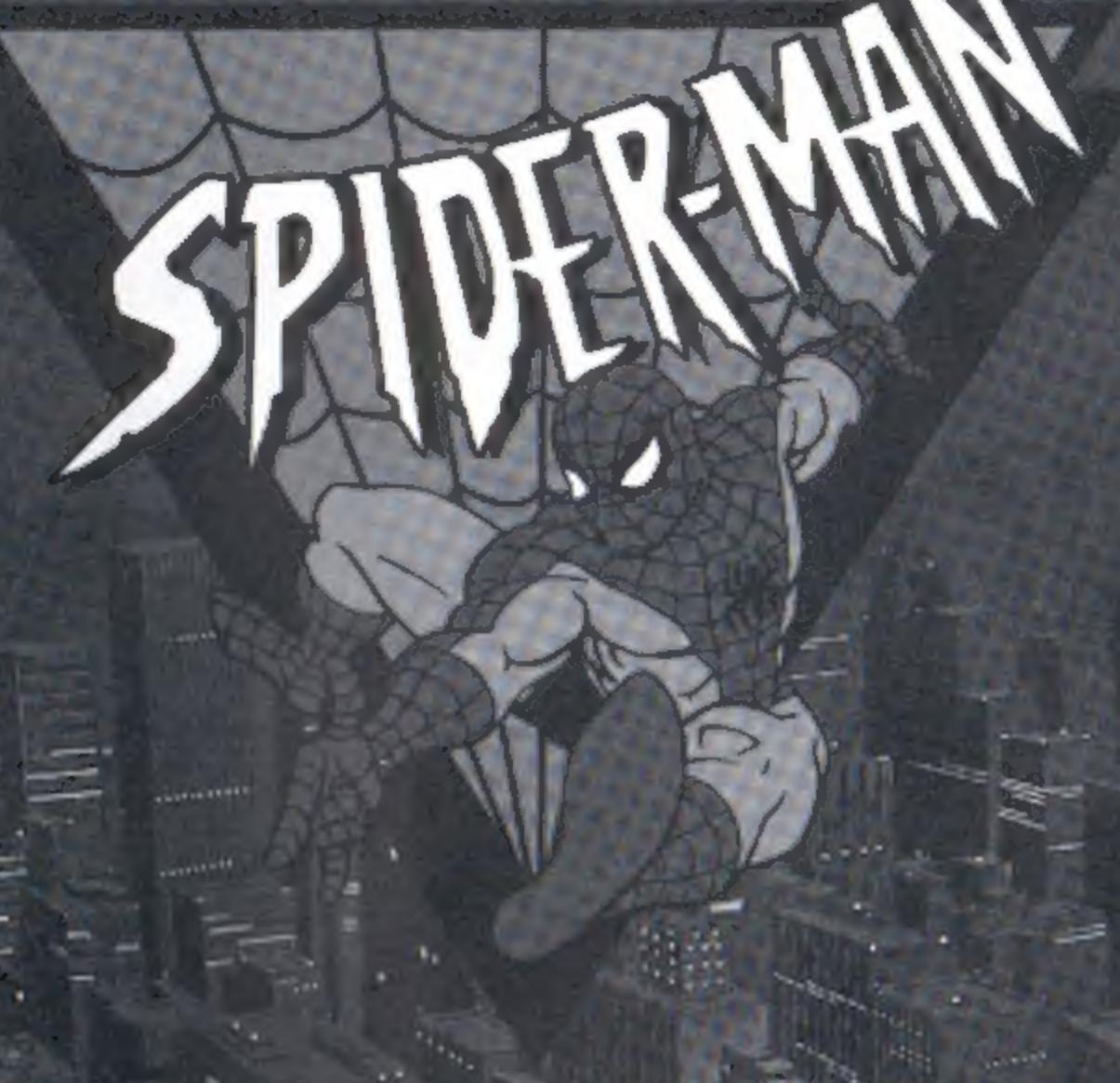
To owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

WARNING: READ BEFORE USING YOUR SEGA™ VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions- IMMEDIATELY discontinue use and consult your physician before resuming play.

SPIDER-MAN®



CONTENTS

A World Where Chaos Rules.....	3
Before You Take on the World.....	5
Basic Spider Moves.....	7
Game Features.....	9
Your Trial Begins.....	14
A Guide to Some Vengeful Villains.....	19
	2

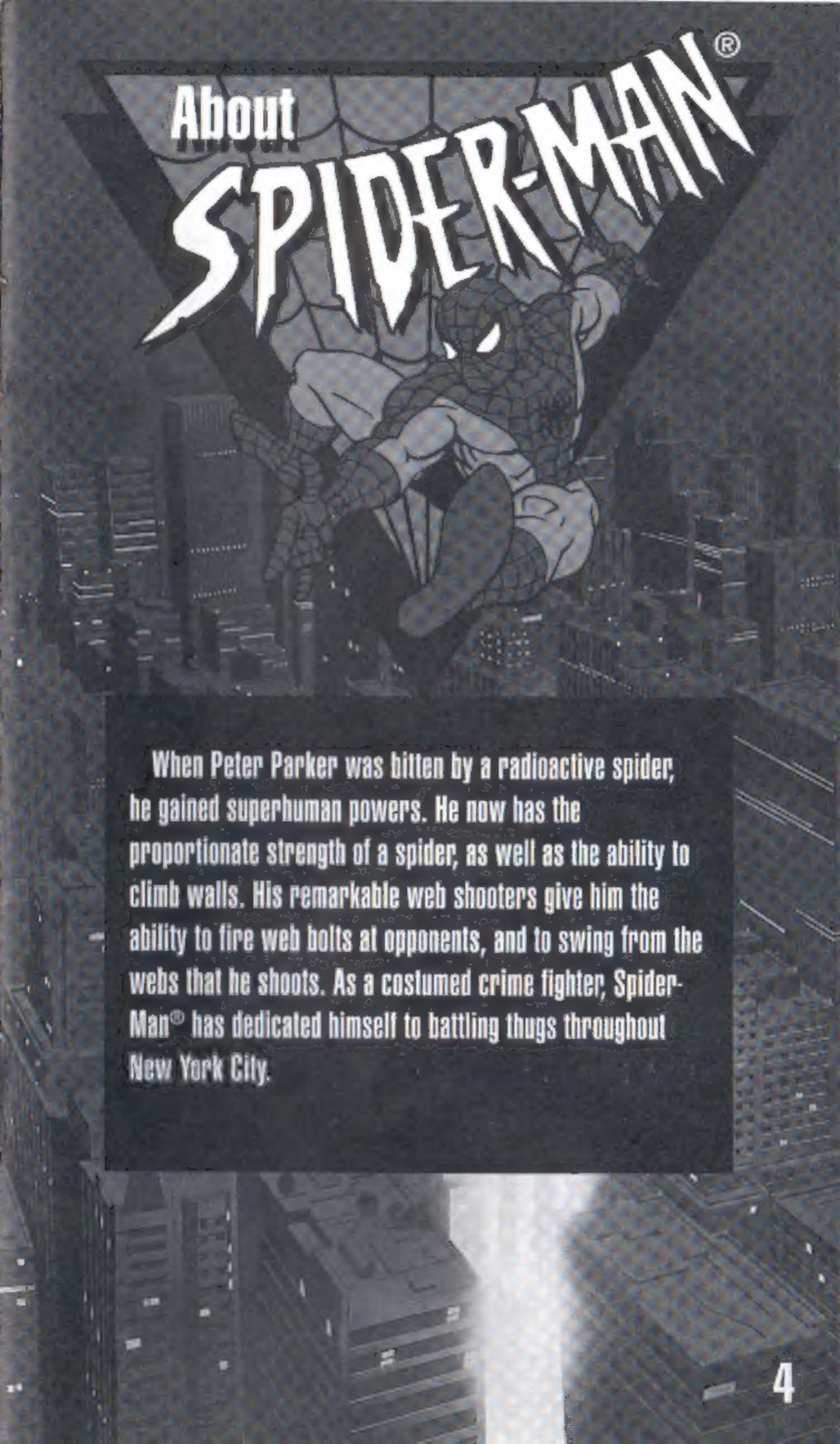
A World Where Chaos Rules . . .



Welcome to a world where chaos rules all! New York City is exploding as a dangerous group of super villains join forces in search of the Webbed Wonder. Spidey's webs are full and he's ready to battle the super powered bullies of the underworld in a fight that will determine the future of the city!

When a mass break out occurs at Ravencroft, the maximum security facility for the criminally insane, a battalion of bad guys is on the loose. Doc Ock is in a mood to mangle as he unleashes the brutal force of his adamantium arms. And he's got plenty of company: Smythe, Green Goblin, Vulture, Mysterio, Rhino and more! It's up to you to bring order to the Big Apple. The Fantastic Four even join in, and a helping hand was never so welcome!

About SPIDER-MAN®

A black and white illustration of Spider-Man in his iconic suit, swinging through a dark city skyline at night. He is shown from the waist up, leaning forward with his arms extended, with several webs trailing off behind him. The city below is filled with numerous skyscrapers and lights.

When Peter Parker was bitten by a radioactive spider, he gained superhuman powers. He now has the proportionate strength of a spider, as well as the ability to climb walls. His remarkable web shooters give him the ability to fire web bolts at opponents, and to swing from the webs that he shoots. As a costumed crime fighter, Spider-Man® has dedicated himself to battling thugs throughout New York City.

**Before you take
on the world...**

LOADING:

1. Make sure the power is Off.
2. Insert the Spider-Man® Game Cartridge as described in your Sega™ Genesis™ instruction manual.
3. Turn the power switch ON. You will see the Spider-Man® title screen. You will then be presented with a chance to either Start a game or set OPTIONS. To leap into action, press the START BUTTON. To view your options, move the Spider-Man® icon cursor using the D-BUTTON, then press the START BUTTON.



OPTIONS

Spider-Man® gives you many ways to customize game play. Use the UP or DOWN D-BUTTON to move the Spider-Man® icon cursor between options and the LEFT or RIGHT D-BUTTON to cycle through to the desired choice. You may choose from the following options:

LIVES — Choose One, Three or Five Lives. The more lives you have, the better the odds of completing a level, especially at harder difficulty settings.

DIFFICULTY — Choose Easy, Normal or Hard skill levels.

CONTROLS — Choose from three pre-set controller configurations. The default settings appear on pages 7-8.

MUSIC — Choose to have Music On or Off.

SOUND EFFECTS — Choose to have Sound Effects On or Off.

Once you've set your options, press the START BUTTON to begin game play.

Basic Spider Moves



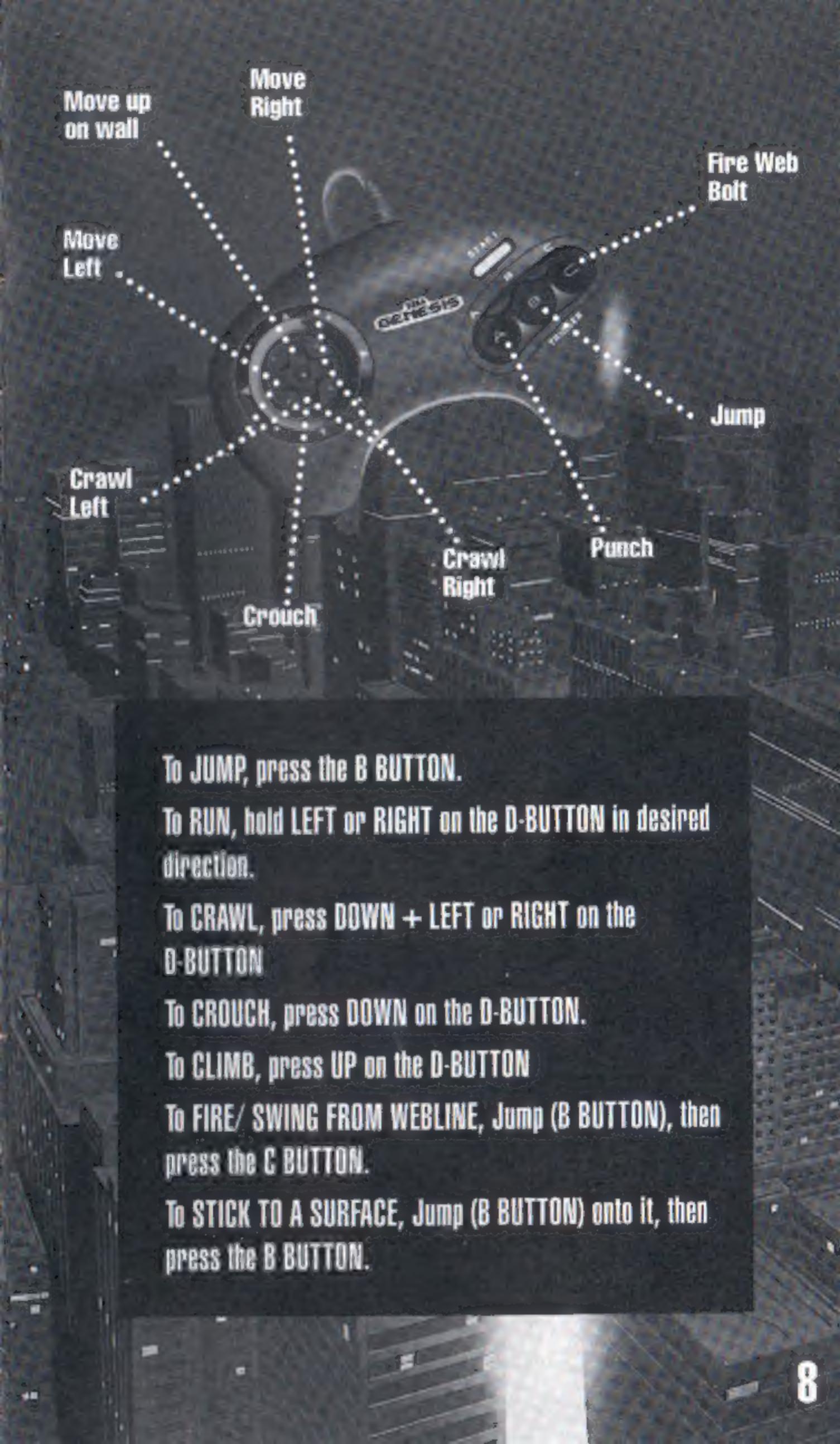
Spider-Man® has to battle through 5 levels of nightmarish nuisances. To make it through from start to finish, you'll need to master all the moves that make Spidey swing.

Default Controls are as Follows:

To PUNCH, press the A BUTTON.

To KICK, press the A BUTTON + DOWN on the D-BUTTON.

To FIRE A WEB BOLT or THROW A GRENADE, press the C BUTTON.



Move up
on wall

Move
Right

Move
Left

Fire Web
Bolt

Crawl
Left

Jump

Crouch

Crawl
Right

Punch

To JUMP, press the B BUTTON.

To RUN, hold LEFT or RIGHT on the D-BUTTON in desired direction.

To CRAWL, press DOWN + LEFT or RIGHT on the D-BUTTON

To CROUCH, press DOWN on the D-BUTTON.

To CLIMB, press UP on the D-BUTTON

To FIRE/ SWING FROM WEBLINE, Jump (B BUTTON), then press the C BUTTON.

To STICK TO A SURFACE, Jump (B BUTTON) onto it, then press the B BUTTON.

Game Features

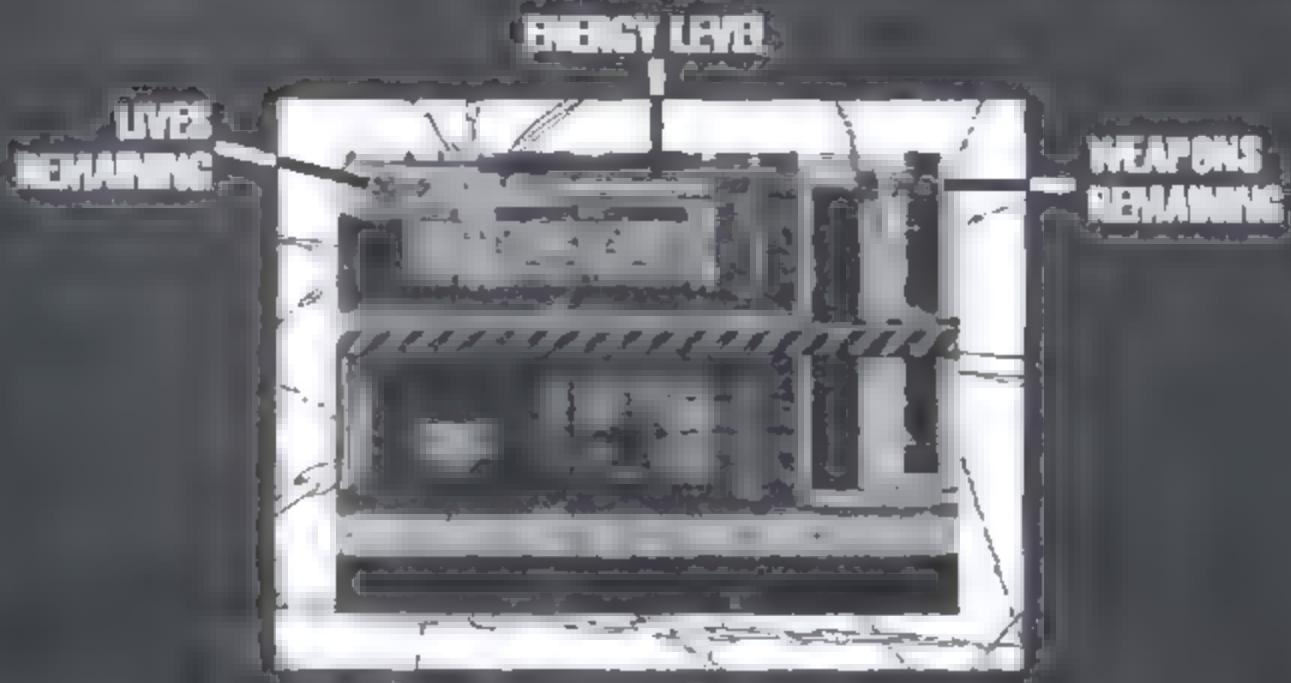


The SPIDER Screen

LIVES REMAINING: Spider-Man® begins each game with 3 lives. The number of lives he has remaining is displayed next to a Spider-Man® icon in the upper left corner of the screen.

ENERGY METER: Spider-Man®'s energy varies with the amount of damage he sustains while battling his foes. His energy meter appears at the top center of the screen. It begins full, and becomes increasingly dark with each strike he sustains, until it becomes completely dark. When this happens, Spider-Man® loses a life.

WEAPONS REMAINING: An icon in the upper right corner of the screen represents a particular weapon which appears next to the number of Web Bolts, Stun or Gas Grenades available.



Pressing the **START BUTTON** at any time during the game will pause the action and bring up an icons display on your screen. Here you may select your weapon of choice, as well as your Fantastic Four guest hero. The following weapon pick-up options are also available:

WEB BOLT: Beyond his punching ability, this is Spidey's main source of offensive might. He uses it to knock out his asserted foes. Web is the default setting.

STUN GRENADE: An exploding treat for those heavy-duty villains. Use these to knock some sense into heinous anti-heroes. It's the quicker messer upper!

GAS GRENADE: Throwing a gas grenade causes Spider-Man to become woozy and easy to overcome. A perfect distraction before Spidey action!

Use the **B-BUTTON** to highlight the desired weapon. Press the **START BUTTON** to return to the game. Press the **C-BUTTON** to fire/use weapons.

PICK UPS

Armor Pick-Up

Pick up this icon to gain immediate temporary invincibility. Spider-Man®'s costume will change from red and blue to white and blue while he is invincible.



Health Pick Up

Spidey regains partial energy by collecting a Spider-Man® icon health pick up.



Extra Life Pick Up

Earn an extra life by picking up this golden Spider-Man® icon.

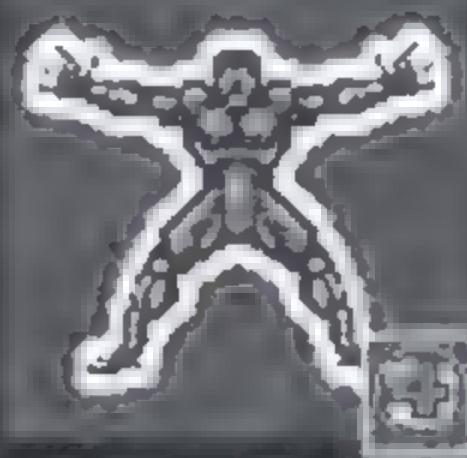


GUEST HERO PICK UPS

On some levels, Spider-Man® can call on the Fantastic Four for help. He picks up Guest Hero cameras by walking over them. To call up one of the Four during game play, press the START BUTTON to pause the game. Use the D-BUTTON to highlight your desired Hero. Press the START BUTTON to return to gameplay. Icons may be used only once per pick up.

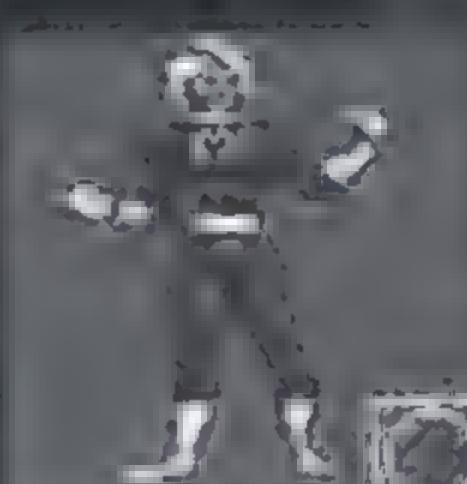
Human Torch™

Born Jonathan Storm, the Human Torch is the youngest of the Fantastic Four. Named after an android hero of the 1940s, the Human Torch has the ability to create fiery plasma in any shape and to fire it at foes. He can also fly, and is ready to aid Spider-Man® against any flying monstrosity!



Invisible Woman™

The Invisible Woman is a fascinating female whose keenly focused mind and mutagenically altered body give her the ability to project a force field capable of withstanding enormous force. Sister to the Human Torch and wife of Mr. Fantastic, this disappearing damsel uses her invisibility to thwart evil throughout the universe. She helps Spider-Man® by materializing to lend her special force field as a valiant armor to protect him.



Mr. Fantastic™

Super smart, super stretchy Reed Richards is the leader of the **Fantastic Four**. His patents and inventions are rich sources of royalties with which he funds the activities of his super team. As **Mr. Fantastic**, Reed can stretch, deform, expand or compress his body into any shape he can imagine! He helps by replenishing Spidey's weapons supply.



Thing™

Once Reed Richards' college roommate, Ben Grimm piloted the ill-fated starship that was bombarded by cosmic radiation on its maiden voyage, resulting in the mutations that bestowed superhuman powers on all four original passengers—the Fantastic Four! Ben's particular mutation gave him grotesque skin and superhuman strength. Bitter over his bizarre new appearance, he chose to call himself **Thing**. When he joins the battle, it's clobberin' time!



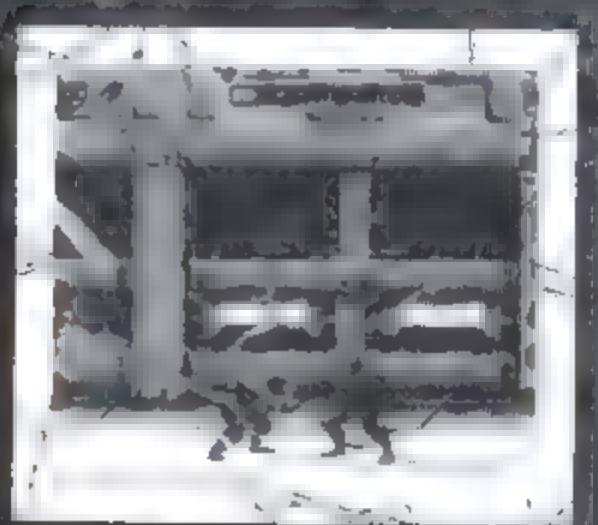
Your Trial Begins

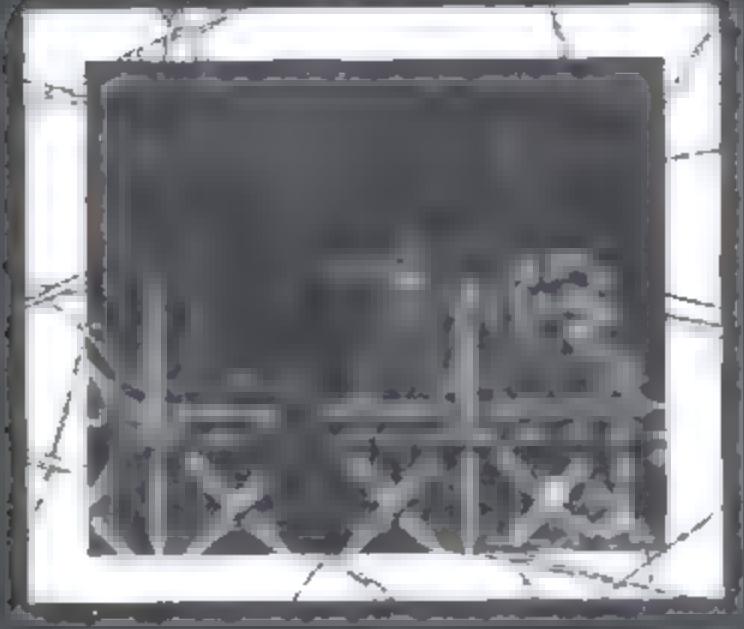


THE LAB AT EMPIRE STATE UNIVERSITY

Behind these ivy-covered walls lurks a potent poison! It's back to school for Spider-Man® as his search for Doctor Octopus lures him into a sophisticated high tech lab at prestigious Empire State University. Malfunctioning cyborgs hover everywhere along with misfiring deadly lasers. Once he masters these menaces, Spidey leaves there's no recess in this advanced class in chaos! The sinister robot "Chrome Dome" is ready to teach Spidey a lesson he won't forget! It's a class act, but the final exam could be fatal!

Special NOTE: Throughout the game, Spider-Man® runs the risk of falling into the sewers beneath New York if he takes a wrong turn. A sewer is a dark and damp place, so be prepared to weather a whiff of wickedness in order to defeat some of the reptiles who lurk there—including alligators and the Lizard!





CONEY ISLAND

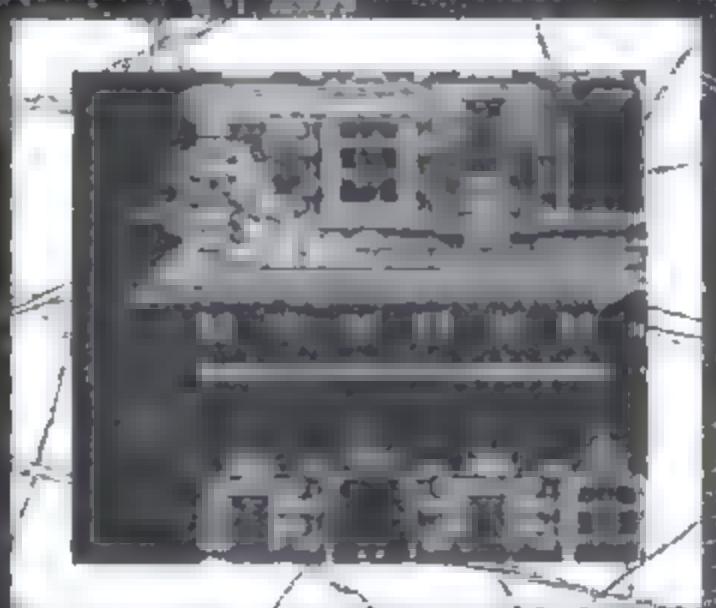
The boardwalk is crawling and the meancing midway seems alive. It's a creepy sideshow, a seaside spectacular of mirthless malice where Green Goblin rules in his Funhouse. Spider-Man® must first make his way through a deserted midway where the hulks of ancient racket rides mock his attempts to navigate the maze of abandoned games and concession stands. If he can make his way through this, Spider-Man® will be faced with an abandoned roller coaster, a huge cutlever of carnival fun that may prove the ultimate web contest: if Spidey falls the wrong way, the fun is over! He still must confront and beat Rhino, the heavyweight villain who patrols for his pal, Green Goblin! But there's more than one roller coaster, and Spidey will be trying to turn tricks into treats by defeating Jack O' Lantern and his pumpkin bombs. If Spider-Man® can manage it, he'll face the furious Funhouse of super villain Green Goblin! His underling Mysterio is ready to greet Spider-Man® with some menacing magic, and The Enkerer has let loose a bunch of ConeyBots, full-throttle androids that can really antagonize! Weird and wild, this amusement park twitches and jerks with Barker poles, boozing

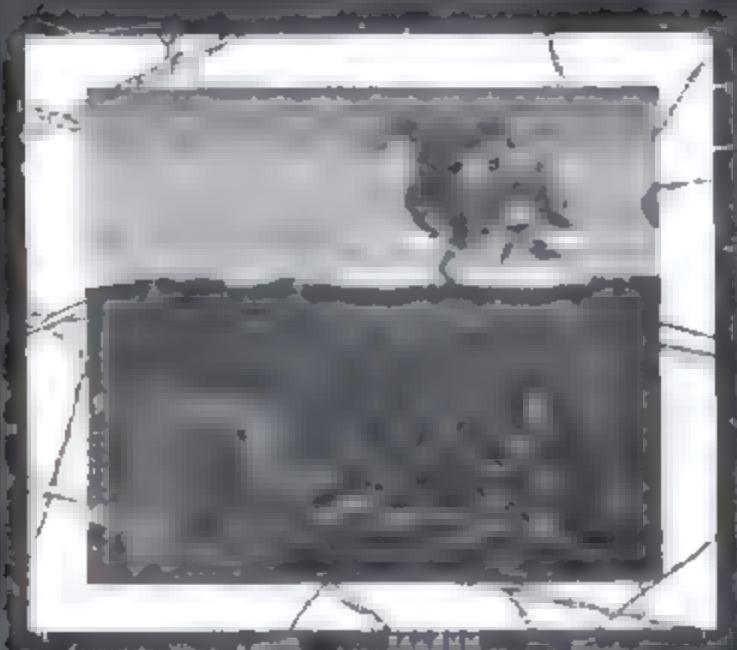
gloves and goblin hearts all come to life and coming right for you. Scary! You must find the secret path that leads you to the elevator, where Spider-Man® will ride to the roof and meet Green Goblin, whose mastery with floating pumpkins makes for one potent place of wicked weaponry!



DOWNTOWN

Spider-Man® heads back to Manhattan after waging a wearying war in Coney Island, but the bridge back to the city has some heavy traffic. Spidey dodges speeding trucks as he battles a host of armored spider busters out to get his hide. Once he makes his way through this gauntlet, Spider-Man discovers the downtown hideout of a horde of desperate thugs where the vicious Alien Spider Slayer robot awaits on the rooftop. It's a must-win test of wits and strength for Spidey!





CONSTRUCTION ZONE

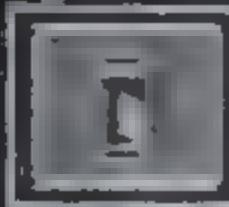
It'll take more than a hard-hat to protect Spider-Man® at this construction site, as he struggles to overcome the combined "talents" of a terrible team of spider-mangling maniacs bent on his demise! It's a search-and-destroy mission. As Spider-Man® seeks the elusive elevator to the roof, he may find that sometimes you have to work your way to the bottom to get to the top. But before he can reach his goal, he'll face laser-armed thugs and dedicated drone robots built by Smythe for an unwitting J. Jonah Jameson and programmed to destroy Spider-Man®!

RAVCROFT

Even for an insane asylum, this is a really bad place to be! Ultra-high security for ultra-evil people, this supervillain containment facility has been breached by some of the worst criminals to ever



menace innocent citizens. They give Spider-Man® a run for his life through the tiers and catwalks of Ravencroft. But his biggest battle is ahead. Lock up should last a lifetime for these losers, but thanks to an unknown master criminal, it's over; now the inmates are running the asylum! To triumph over these lunatics inmates on the loose, Spidey will have to lay down a lot of web and best more than a few heads. He'll face a menacing menagerie as he struggles against Owl, Lizard, Scorpion and a reinvigorated Rikku. But that's not all. Mysterio is on hand to dish out a second helping of hurtin' if Spidey isn't careful! These are only preliminary levels for Spider-Man®, his final prey awaits his victory over this astonishing array of misfits. Only then will he be able to reach his mysterious nemesis in the nuclear reactor which powers Ravencroft. To enter the reactor and confront him, Spider-Man® must first find a series of four color-coded key cards. When entered in the correct key card machines, our webbed wonder will have access to an elevator which leads to the lowest level of the reactor, where an old foe waits to do him wrong.



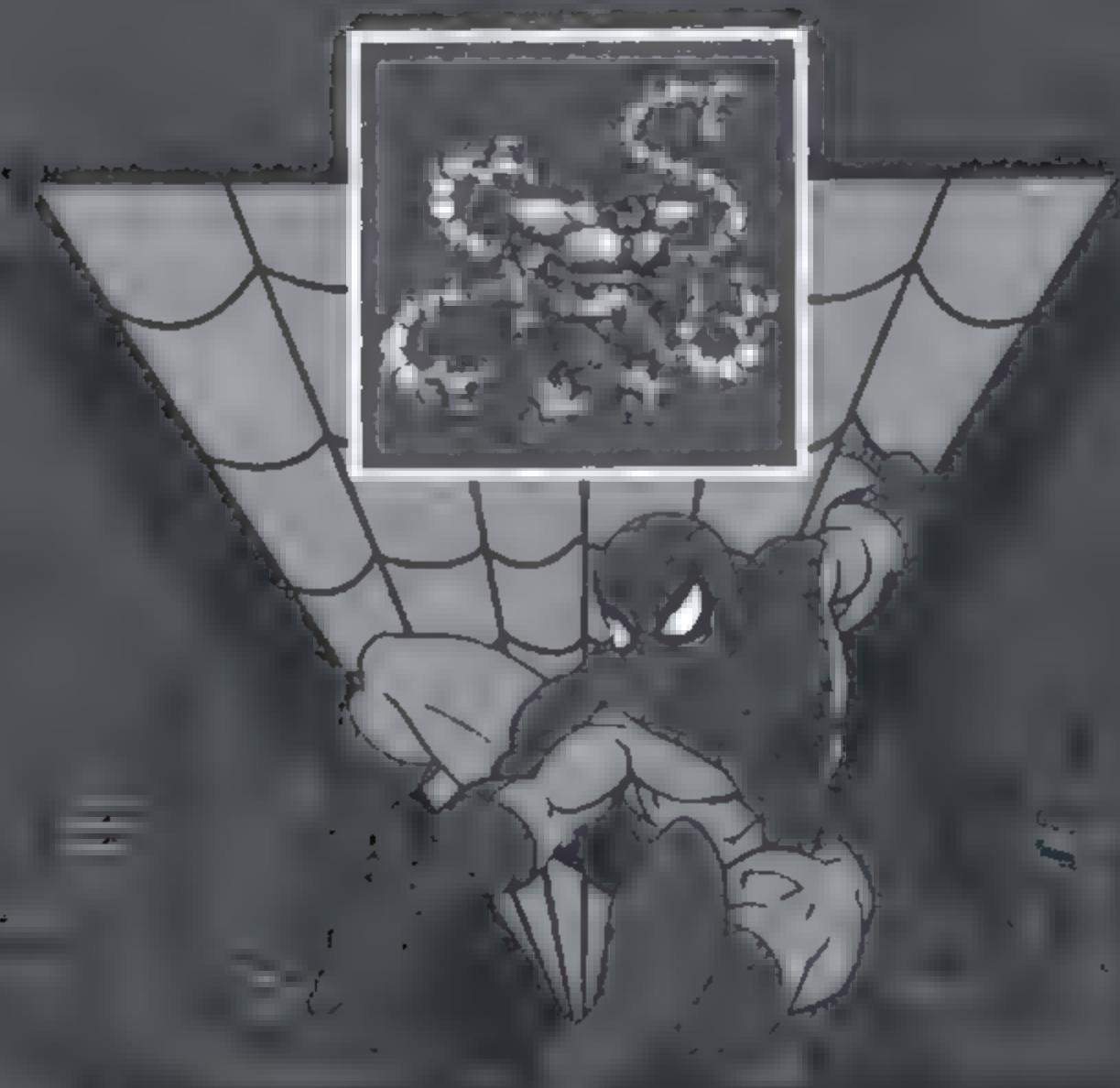
WARNING: At the end of the Ravencroft Prison level, enter the Reactor Core by inserting the key cards in the following order: BETA card (3) in the BLUE terminal, OMEGA card (2) in the ORANGE terminal, the GAMMA card (1) in the GREEN terminal, and the UPSILON card (7) in the YELLOW terminal.

A guide to some vengeful villains In Spider-Man®



Beetle™

Before becoming a costumed criminal, Abner Jenkins worked as a master mechanic at an aircraft factory. He used his expertise to create a beetle outfit that helps him commit all manner of outrages. He has faced Spider-Man® several times, and been bitterly defeated. He is eager for revenge, once he escapes prison!



Doctor Octopus™

Long time spider hater Doc Ock was driven insane by the same accident that molded four tentacle-like arms to his body. Originally designed for handling radioactive material, they are now devoted, along with his considerable intellect, to his single obsession: destroying Spider-Man, the enemy whose fate is also linked to radioactivity!



Green Goblin™

When ruthless businessman Norman Osborn fell victim to an accidental laboratory explosion, he found that he had gained great strength. But the explosion had also warped his mind, creating in Osborn a vicious criminal streak. Intent on controlling all crime in New York City, and destroying the one obstacle in his way—Spider-Man—Osborn became the Green Goblin. Developing a lethal arsenal of pumpkin bombs, laser energy bolts and a flying device known as the Goblin Glider, the Green Goblin has come close to eradicating the web-slinger on numerous occasions.



Jack O' Lantern™

This military-trained master of martial arts has turned a tendency to brutality into a career as an international mercenary. His own custom grenades and hover craft make him a powerful super-villain to deal with—*at your risk!*



Lizard™

Following the loss of an arm to a gangrenous war wound, surgeon Dr. Curtis Cooper turned his attention to the study of reptiles. He discovered the chemical substance which allows reptiles to regenerate missing limbs, and injected himself with it in hopes of regenerating his lost arm. The arm did indeed reform, but the mutagenic process didn't stop there, leaving Cooper a grotesque cross between man and reptile. Though Spider-Man® concocted a potion to reverse these effects, Cooper periodically resumes his Lizard guise without warning, rendering him a savage enemy with incredible strength.



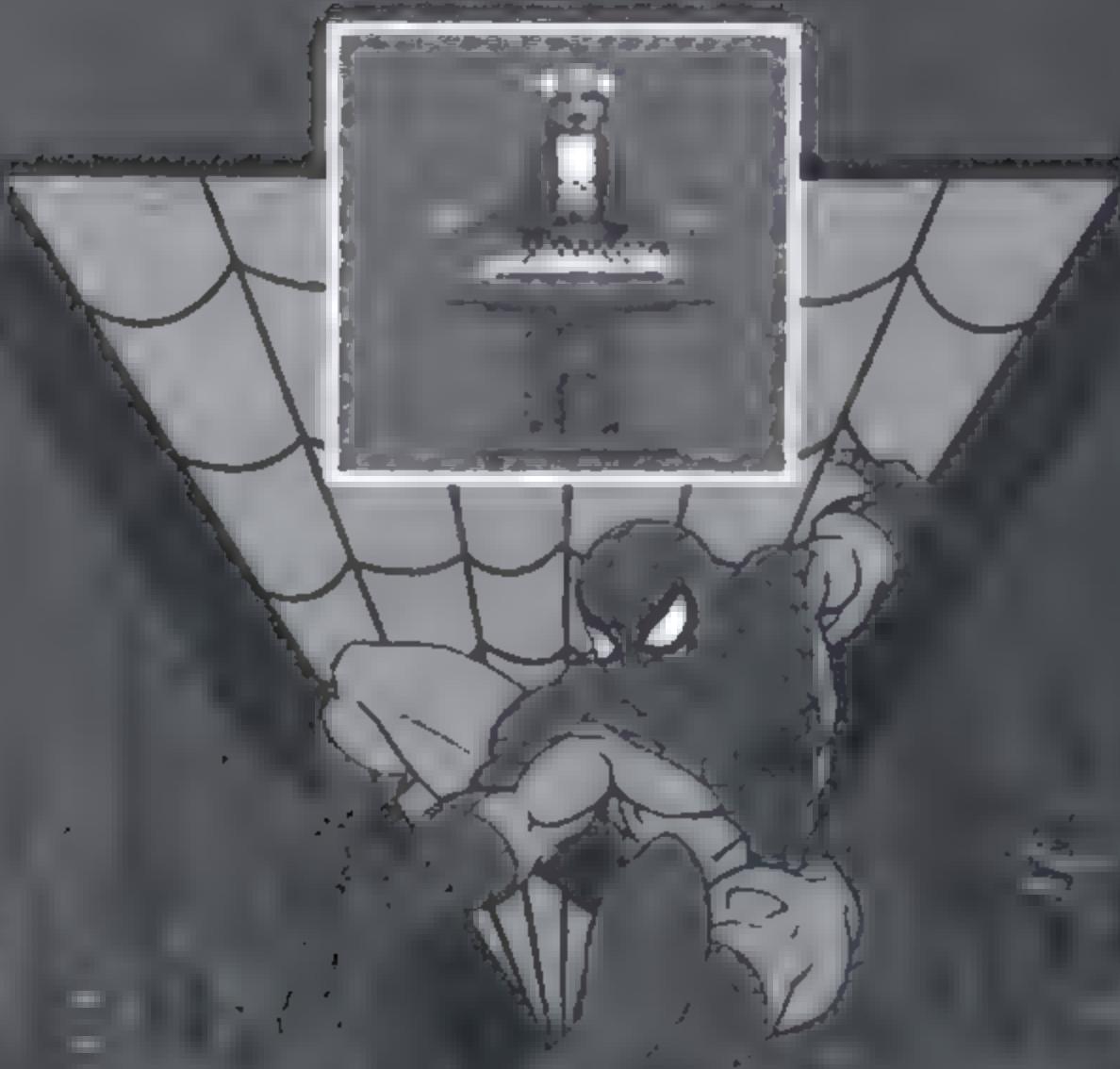
Rhino™

Originally a small-time muscle man doing criminal odd jobs for chump change, the man who became Rhino came to the attention of international spies eager to create a slow-witted, super-strong assassin by bombarding his body with chemical and radiation treatments. They succeeded also in creating a skin-tight bodysuit made of a new material so tough it resembled the hide of a rhinoceros, and so the would-be assassin was named Rhino. But he proved to be an ungrateful subject, and used his new super strength and body armor to turn on his benefactors. He's no stranger to prison, and no stranger to Spider-Man, having been defeated by him several times.



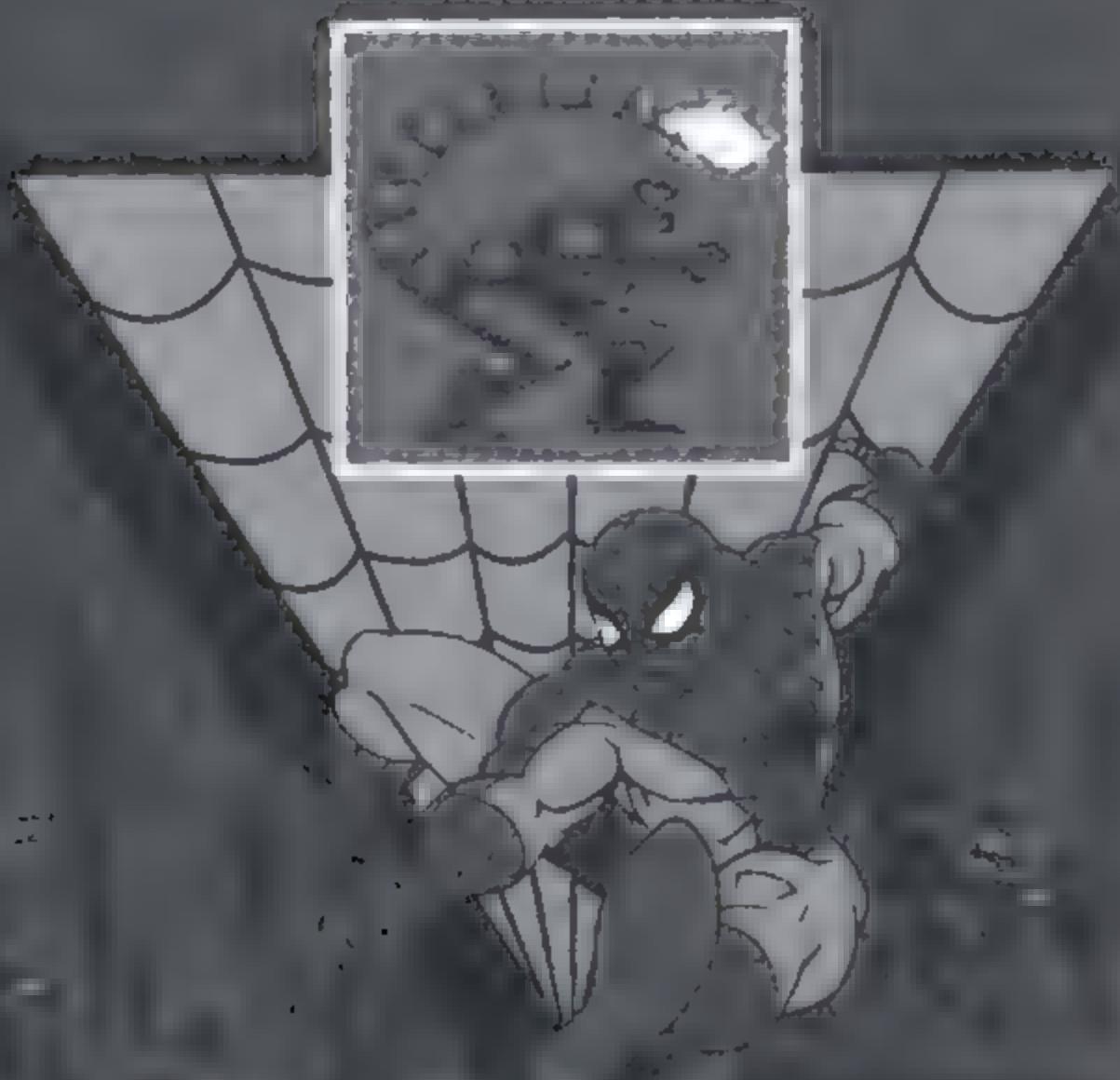
The Wrecker

This menacing maniac started out on a demolition crew, where he was fired for his violent antisocial behavior. He soon turned to a life of crime as the Wrecker, using his trademark crowbar to destroy the scenes of his outrages. While robbing a hotel room, the Wrecker stumbled on a temporarily powerless Loki, and with Loki's helmet on, was mistaken for him as the god Karnilla materialized to grant Loki's request for restoration of his magical powers. Thus, the Wrecker gained super strength, and went on to terrorize New York, doing battle at various times with Thor, the Fantastic Four—and Spider-Man! After escaping prison, he shared the power of his enchanted crowbar with three fellow prison escapees, who became the Wrecking Crew: Bulldozer, Piledriver and Thunderball.



Tinkerer™

This man is one of the cleverest criminals of all times, an ingenious inventor who has dedicated his considerable technological talents to the development of outrageously sophisticated weaponry for the underworld. Among his notorious clients are Jack O'Lantern and Mysterio. He is the inventor of the ConeyBots created to torment Spider-Man™ who has been a frequent thorn in the sinister inventor's side.



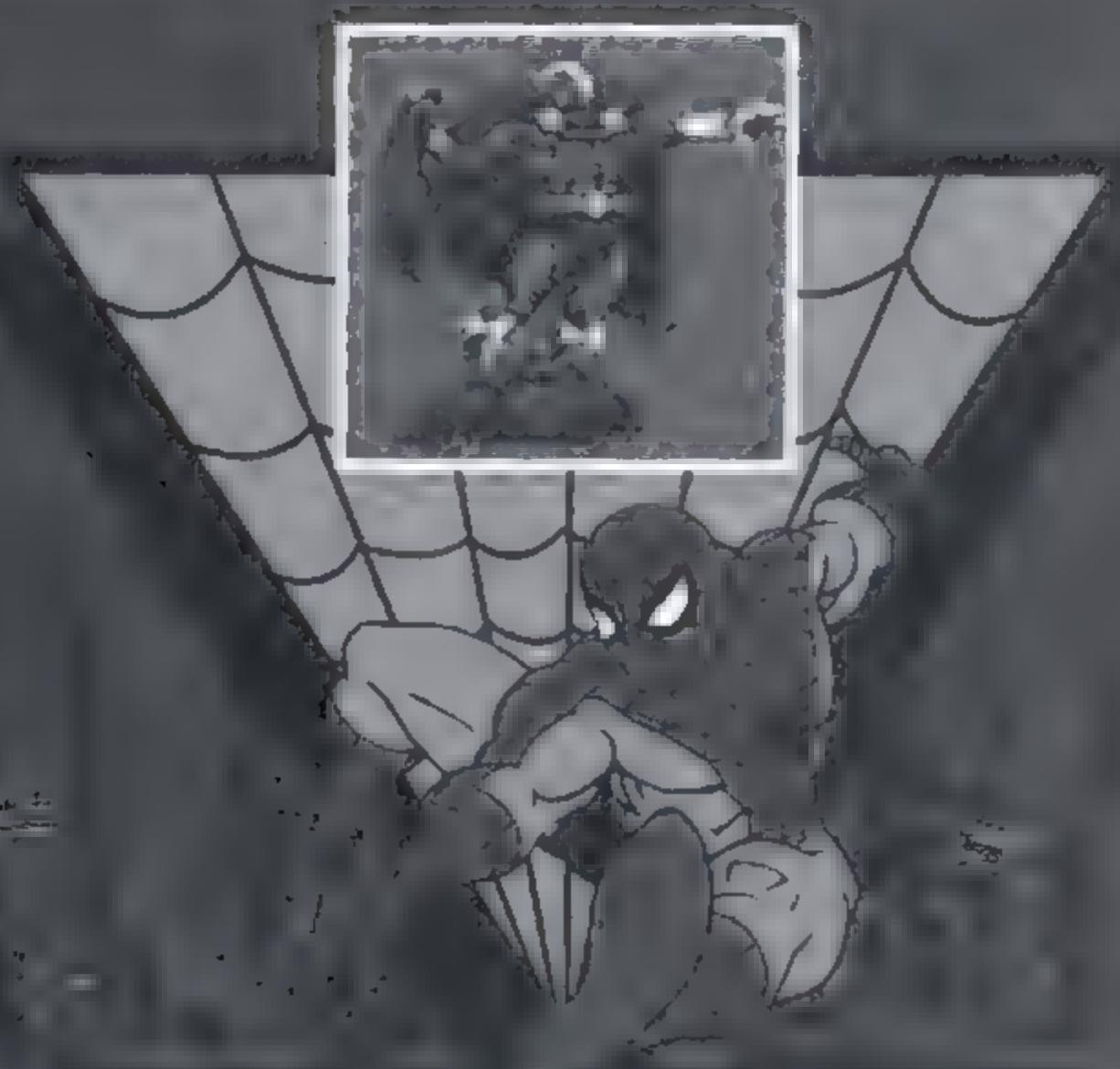
Scorpion™

Mac Donald Gargan was a private investigator hired by J. Jonah Jameson to follow Peter Parker in hopes of learning how he was linked to Spider-Man®. When Jameson coaxed Gargan to undergo a radical mutagenic treatment which would give him superhuman abilities sufficient to defeat Spider-Man®, he agreed, and so, with a special costume and a cybernetically-controlled mechanical tail designed by Tinkerer he went after Spider-Man®. The treatments which transformed him proved to cause a psychotic breakdown, and Gargan was no longer able to distinguish right from wrong. He became a vicious costumed criminal called the Scorpion. He hates J. Jonah Jameson for what he made him become, but he hates Spider-Man® even more!



Alistair Smythe™

Alistair Smythe is a mad scientist in the classic sense of the term. The son of the late Spencer Smythe, who created the original "Spider Slayers", Alistair has altered his body via high technology, and constructed for himself a weapon-filled "battle chair". Believing Spider-Man® to be responsible for his father's demise, Alistair has created his own generation of "Spider-Slayers", each deadlier than the last. His crowning achievement has been the Tri-Spider Slayer.



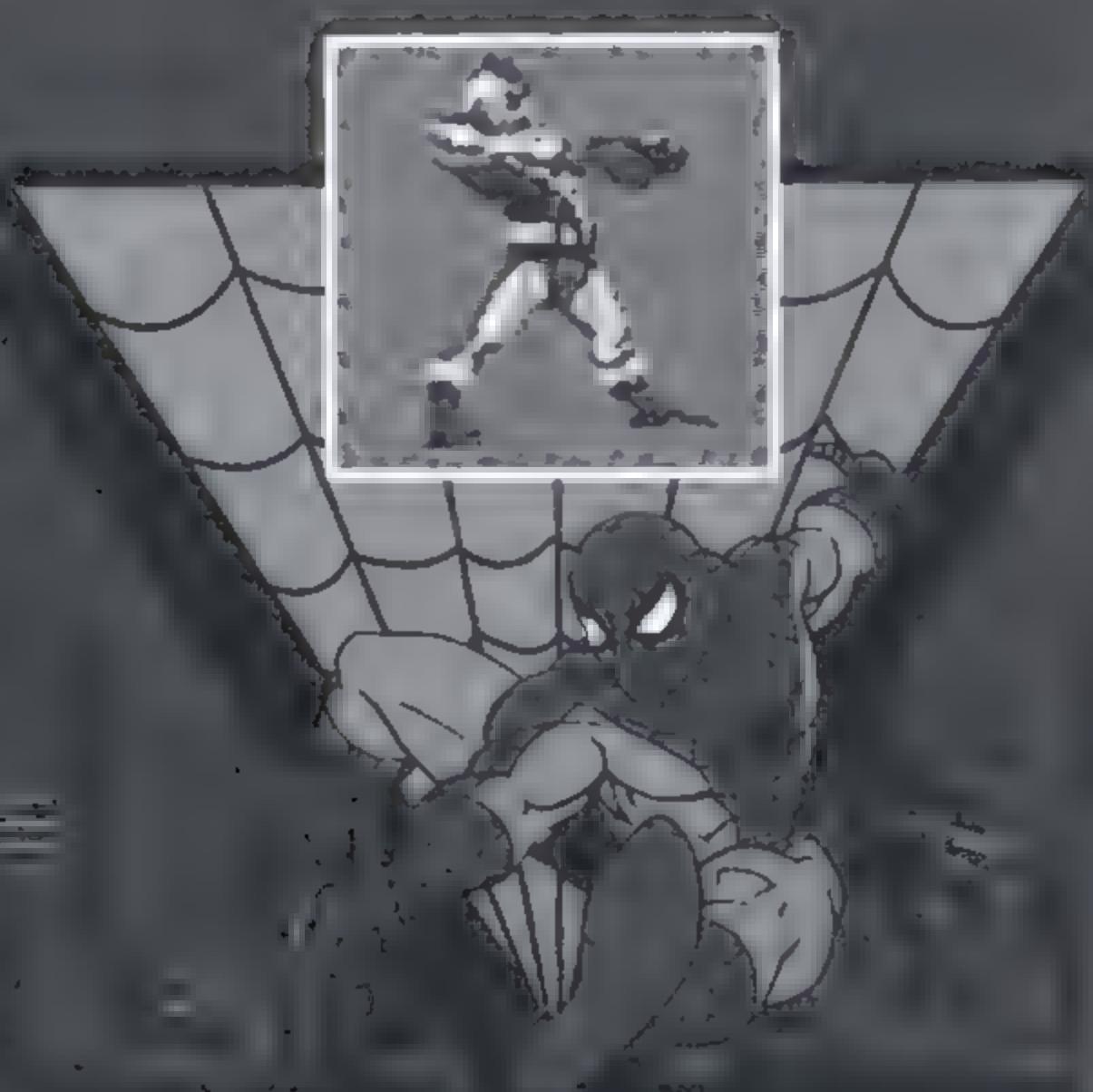
Mysterio™

This stoutman-turned-criminal is a master illusionist with a history of battling and being defeated by Spider-Man. He uses hypnotism and special effects to trick his opponents, as well as a vision obscuring gas. He began his criminal career by committing crimes disguised as Spidey in an attempt to discredit The Webhead One.



Owl™

Leland Owisley has been involved in criminal enterprises as a crooked financier. Taking a secret serum briefly gave him the ability to fly, but it eventually paralyzed him. As the Owl, he has unsuccessfully sought to take over the New York underworld. He has tried numerous designs and devices to help him regain both his flying and walking ability. His deadly talons are powerful and dangerous weapons to contend with.



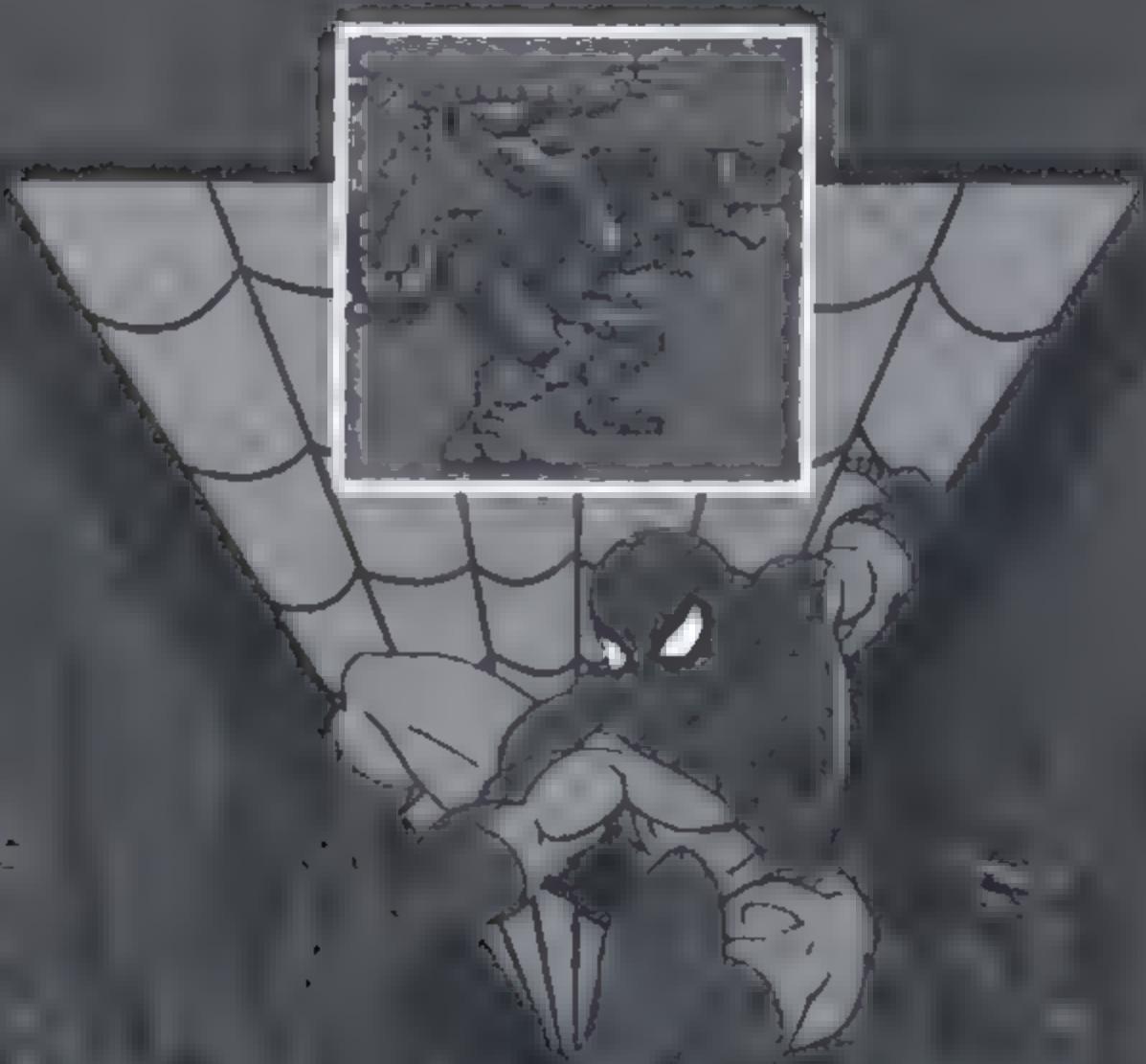
The Shocker™

Serving time for burglary, Herman Schultz used his mechanical skills in the prison shop to secretly devise a tool that would open any safe quickly and quietly. The device he created used vibrational waves to shake doors loose, and he used it to escape. Discovering that the shock wave feedback was potentially fatal, he created a foam fabric costume to absorb the waves, and as the Shocker set about using his vibro-shock mechanism to further his criminal aspirations. One of the few to ever defeat Spider-Man, the Shocker is a career criminal who has worked in league with Egghead and the Beetle. He has lost out to Spider-Man many times, and holds a grudge against The Webbed One.



TriSpider Slayer™

A marauding masterpiece of robotics, the Tri-Spider Slayer is actually three machines, all created for the sole purpose of stamping out Spider-Man. Constructed by the mad genius Allstair Smythe, the Black Widow, Tarantula and Scorpion robots are lethal in their own right. But they can also combine to form one unstoppable machine, nearly invulnerable to attack.



Alien Spider-Slayer™

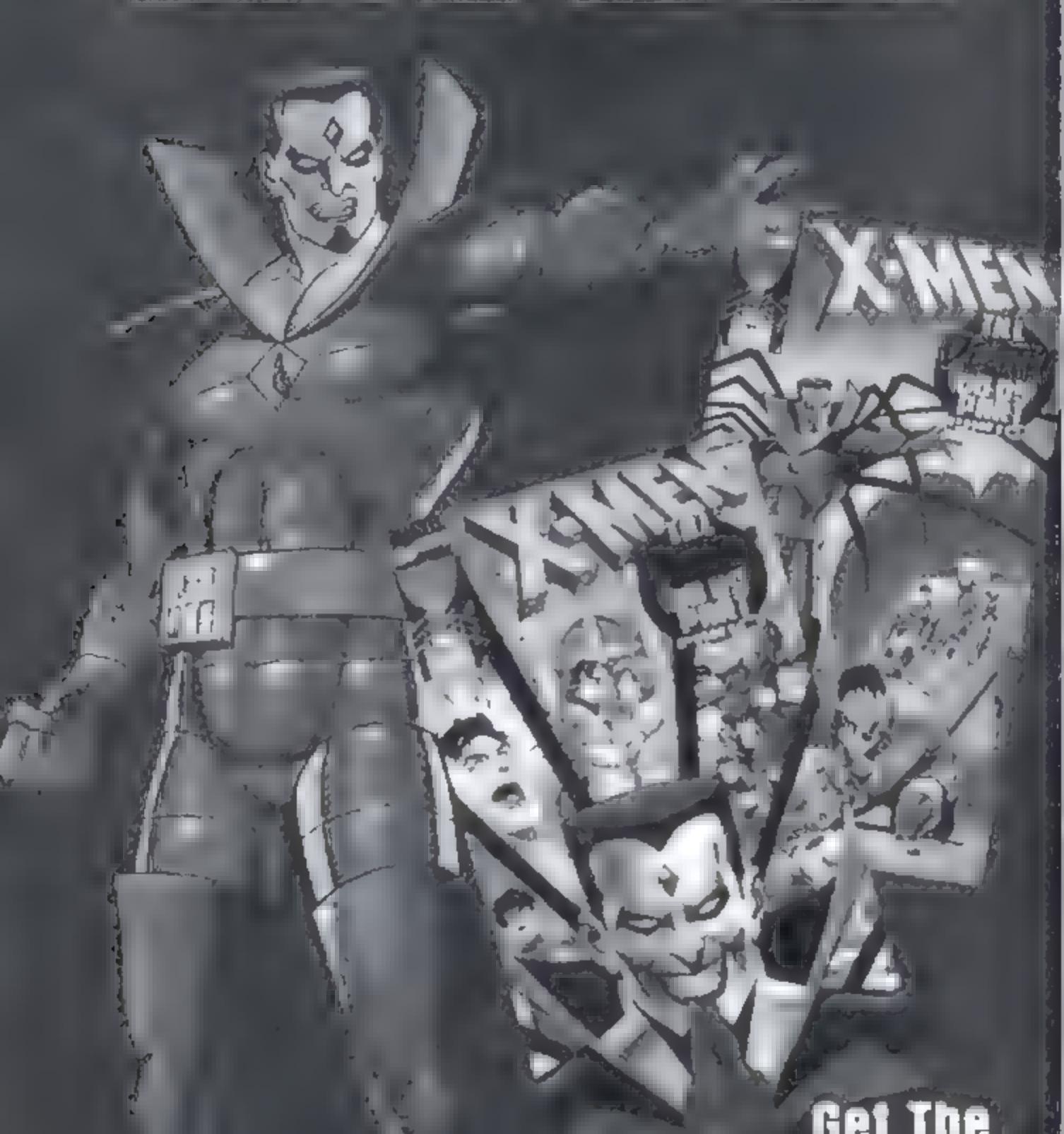
A robotic construct created by the twisted Alistair Smythe, the Alien Spider-Slayer is yet another of the demented scientist's so-called "Spider-Slayers" machines designed for the sole purpose of eliminating Spider-Man®. Frighteningly inhuman in appearance, the Alien Spider-Slayer has a thick "hide" composed of a nearly unbreakable, impenetrable metallic alloy, rendering it virtually invulnerable to harm. Spider-Man® has faced this particular type of Spider-Slayer before, and defeated it—but just barely!



Venom™

Spider-Man®'s most hated and feared rival, Venom is the product of an alien symbiote spurned by Spider-Man now bonded to Eddie Brock, a former *Globe* reporter with a grudge against Peter Parker. Venom is dedicated to the destruction of Spider-Man®. Because the alien symbiote was once part of Spidey's costume, Venom doesn't trigger Spidey's Spider-Sense, allowing him to pounce on Spider-Man® without warning. His web talents are the equal of Spider-Man®'s, so every battle between them is a close one!

HAVE THE WORLD'S MIGHTIEST MUTANTS MET THEIR MATCH?



Get The
Entire Series
On Home Video!



© 1996 Fox Television Group, Inc. All rights reserved. Fox and the fox logo are registered trademarks of Fox Television Group, Inc. and are used with permission. © 1996 Marvel Entertainment Group, Inc. All rights reserved.

NOTES



MARVEL
COMICS

That's Right!

We'll turn you into Captain Universe so you can fight evil side-by-side with the X-Men! You'll also get a personalized Captain Universe trading card with your name and stats, and a personalized, double-sided poster, all for just \$14.95*.

How Do We Do It?

Through the Mighty Marvel miracle of technology, the entire comic book will be personalized with things like your first name, last name, home town and even the name of a friend or loved one who'll take part in your adventure. There are two versions, one male, one female, so you end up being the right kind of Captain Universe. And unlike those ugly, old-fashioned personalized kiddy books, your Marvel X-Men comic will look like it was hand lettered by a seasoned bullpen veteran.

How To Order!

To order your personalized X-Men comic, either go immediately to your nearest comic book retailer or call 1-800-830-6079. No limit - order as many as you like! Each comic is \$14.95 + \$2.95 S&H. MC, VISA, AMEX, DISCOVER, DEBIT cards, checks or money orders, no cash accepted. Orders containing profanity will not be processed. Discounts available for special events and group orders of 15 pcs. or more. Offer available in US & Canada. US orders allow 8-10 weeks for delivery. Canada allow 10-12 weeks for delivery.

NOT SPONSORED BY SEGA

00001 8

ADVERTISEMENT. MARVEL COMICS, X-MEN including all character names and likenesses: TM & © 1994 Marvel Entertainment Group, Inc. All rights reserved.

Acclaim Entertainment, Inc. LIMITED WARRANTY

Acclaim Entertainment, Inc. warrants to the original purchaser only of this Acclaim software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Acclaim software program is sold "as is," without express or implied warranty of any kind, and Acclaim is not liable for any losses or damages of any kind resulting from use of this program. Acclaim agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Acclaim software product, postage paid with proof of date of purchase, at its Factory Service Center. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if defect in the Acclaim software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

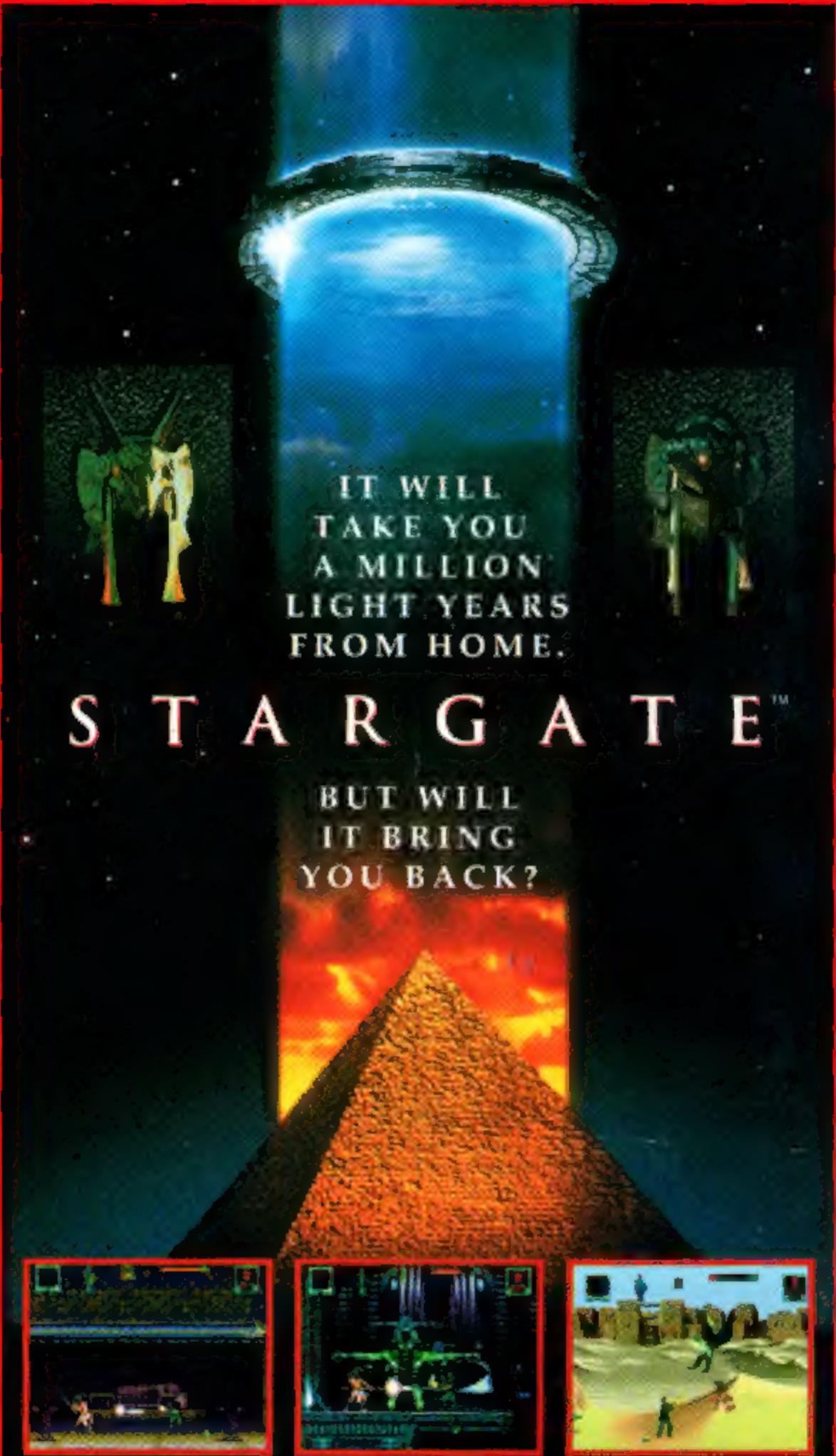
Repairs / Service After Expiration of Warranty - If your cartridge requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

Acclaim Hotline/Consumer Service Dept. (516) 624-9300

Marketed by Acclaim. Distributed by Acclaim Distribution, Inc.
71 Audrey Avenue, Oyster Bay, New York 11771

Spider-Man® and all other Marvel Characters and the distinctive likenesses thereof are trademarks of Marvel Entertainment Group, Inc. and are used with permission. ©1994 Marvel Entertainment Group, Inc. All rights reserved. Developed by Western Technologies, Inc. STARGATE™ TM & © 1994 Le Studio Canal+ (U.S.). All Rights Reserved. TM designates a trademark of Le Studio Canal+ (U.S.) Acclaim is a division of Acclaim Entertainment, Inc. © & © 1994 Acclaim Entertainment, Inc. All rights reserved.

Patents: U.S. #'s 4,442,486/4,454,594/4,462,076; Europe # 80244; Canada #'s 1,183,276/1,082,351; Hong Kong # 88-4302; Germany # 2,609,826; Singapore # 88-155; U.K. # 1,535,999; France # 1,607,029; Japan # 1,632,396.



IT WILL
TAKE YOU
A MILLION
LIGHT YEARS
FROM HOME.

STAR GATE™

BUT WILL
IT BRING
YOU BACK?



SEGA AND GENESIS ARE TRADEMARKS OF SEGA
ENTERPRISES, LTD. ALL RIGHTS RESERVED. MARKETED BY
ACCLAIM. DISTRIBUTED BY ACCLAIM DISTRIBUTION, INC.
71 AUDREY AVENUE, OYSTER BAY, NY 11771
CALL 1-800-771-3772 FOR INFORMATION ON GAME RATINGS.

GENESIS
Acclaim
ENTERTAINMENT INC.



PATENTS: U.S. #s 4,442,486/4,454,594/4,462,076; Europe # 812,244; Canada #s
1,183,276/1,082,351; Hong Kong # 88-0302; Germany # 2,609,826; Singapore # 88-155;
U.K. # 1,535,999; France # 1,607,029; Japan # 1,632,096

PRINTED IN U.S.A.